

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings of claims in the application:

Listing of Claims:

1. (currently amended) A game apparatus comprising ~~a connection unit, a storage unit, a reception unit, a generation unit, and a sending unit, wherein:~~

~~said a connection unit that is can be communicably connected to a ["] controller which has a lever that can be moved is guided along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever ["];~~

~~said a storage unit that pre-stores repulsive force information specifying a repulsive force to be applied to a lever, in association with a game status and a position of a lever;~~

~~said a reception unit that receives status information from said controller via said connection unit;~~

~~said a generation unit that acquires the repulsive force information pre-stored in association with a current game status and a position of a lever specified by the received status information, and generates instruction information specifying a repulsive force specified by the acquired repulsive force information; and~~

~~said a sending unit that sends the instruction information generated by said generation unit to said controller via said connection unit,~~

~~and wherein, the generation unit designates as the instruction information, a value obtained by heightening or lowering the repulsive force specified by the acquired repulsive force information randomly.~~

2. (canceled)

3. (currently amended) The game apparatus according to claim 1, wherein said storage unit further pre-stores driving force information specifying a driving force, in association

with a game status and a position of a lever, said game apparatus further comprising a calculation unit and a display unit, wherein:

~~said storage unit further pre-stores driving force information specifying a driving force, in association with a game status and a position of a lever;~~

~~said~~ a calculation unit calculates acceleration of an object moving in a virtual simulative world, based on a driving force specified by the driving force information pre-stored in association with a current game status and the position of the lever specified by the received status information; and wherein,

~~said~~ a display unit moves the object in the virtual simulative world at the calculated acceleration, and displays the object on a screen at a position reached by moving.

4. (original) The game apparatus according to claim 3, wherein:

~~said~~ display unit displays on the screen, the virtual world as viewed from the position of the moved object.

5. (currently amended) The game apparatus according to claim 2 ~~further comprising an audio unit~~, wherein said storage unit further pre-stores audio information in association with a game status and a position of a lever, said game apparatus further comprising:

~~said~~ storage unit further pre-stores audio information in association with a game status and a position of a lever; and

~~said~~ an audio unit reproduces the audio information pre-stored in association with a current game status and the position of the lever specified by the received status information.

6. (currently amended) A game method comprising a receiving step, a generating step, and a sending step, and being intended for communications with a [""] controller which has a lever that ~~can be moved~~ is guided along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever [""], wherein:

in said receiving step, status information is received from said controller;

in said generating step, repulsive force information which is pre-stored in association with a current game status and a position of a lever specified by the received status information is acquired, and instruction information specifying a repulsive force specified by the acquired repulsive force information is generated; and

in said sending step, the generated instruction information is sent to said controller,

and wherein, in said generating step, a value obtained by heightening or lowering the repulsive force specified by the acquired repulsive force information is designated randomly as the instruction information.

7. (canceled)

8. (currently amended) A computer-readable information recording medium storing a program for controlling a computer having a connection unit communicably connected to a ["] controller which has a lever that ~~can be moved~~ is guided along a predetermined route, and which sends status information specifying a current position of the lever and receives instruction information specifying a repulsive force to be applied to the lever["], to function as a storage unit, a reception unit, a generation unit and a sending unit, wherein said program controls, in said computer:

 said storage unit to pre-store repulsive force information specifying a repulsive force to be applied to a lever, in association with a game status and a position of a lever;

 said reception unit to receive status information from said controller via said connection unit;

 said generation unit to acquire the repulsive force information pre-stored in association with a current game status and a position of a lever specified by the received status information, and to generate instruction information specifying a repulsive force specified by the acquired repulsive force information; and

 said sending unit to send the generated instruction information to said controller via said connection unit,

Appl. No. 10/799,452
Amdt. dated January 14, 2008
Reply to Office Action of September 14, 2007

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and wherein, said generation unit designates as the instruction information, a value obtained by heightening or lowering the repulsive force specified by the acquired repulsive force information randomly.